WEAPONS HANDLING PROCEDURES WITH A SERVICE RIFLE

OVERVIEW

- DETERMINING CONDITIONS
- WEAPON COMMANDS
- EXECUTE WEAPONS COMMANDS

TERMINAL LEARNING OBJECTIVE

Given a service rifle, Common Combat Sling, magazines, cleaning gear, individual field equipment, and ammunition, **perform weapon handling procedures with a service rifle**, in accordance with the four safety rules.

ENABLING LEARNING OBJECTIVE

Given a service rifle, Common Combat Sling, magazines, cleaning gear, individual field equipment, and ammunition, **place the weapon in Condition 3** in accordance with MCRP 3-01A

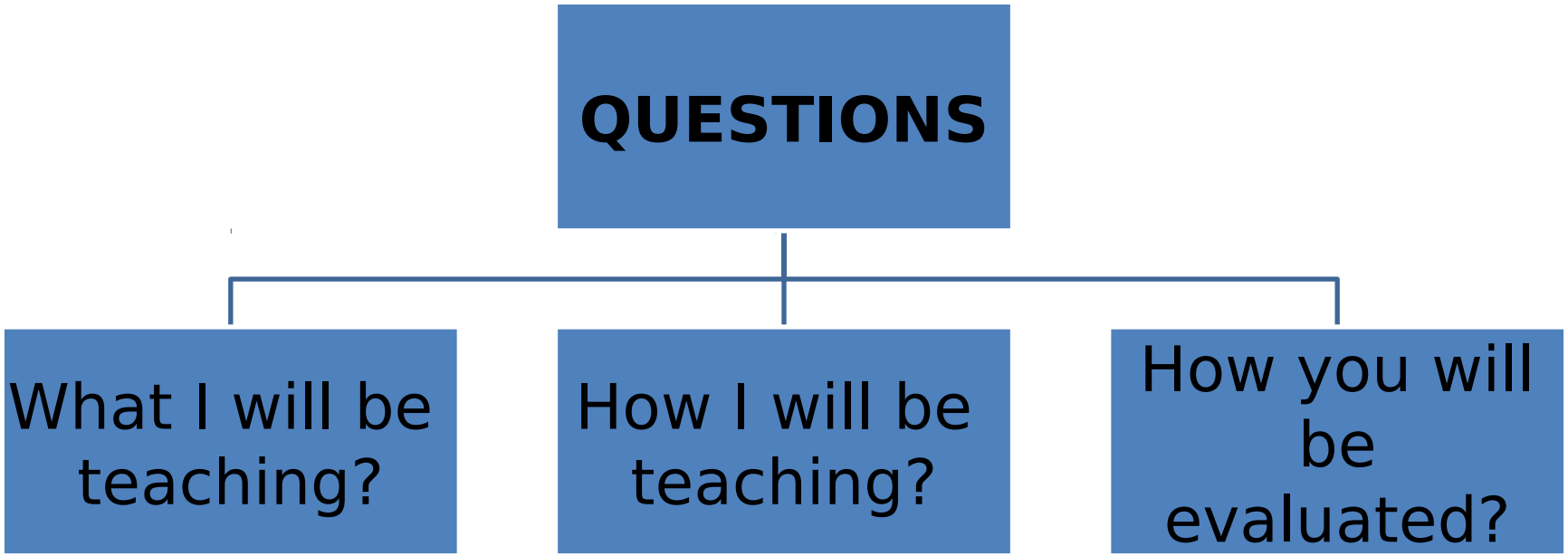
ENABLING LEARNING OBJECTIVE

Given a service rifle, Common Combat Sling, magazines, cleaning gear, individual field equipment, and ammunition, **place the weapon in Condition 1** in accordance with MCRP 3-01A

ENABLING LEARNING OBJECTIVE

Given a service rifle, Common Combat Sling, magazines, cleaning gear, individual field equipment, and ammunition, **place the weapon in Condition 4** in accordance with MCRP 3-01A

- Method/Media
- Evaluation
- Safety/Cease Training
- Admin Notes


QUESTIONS
What I will be teaching?
How I will be teaching?
How you will be evaluated?

DETERMINING THE CONDITION

STEP 1: DETERMINE IF A MAGAZINE IS PRESENT

DETERMINING THE CONDITION

STEP 2: ENSURE THE WEAPON IS ON SAFE

DETERMINING THE CONDITION

STEP 3: CONDUCT A CHAMBER CHECK

- Bring your left hand back against the magazine well so the slip ring rests in the “V” of the hand.
- Extend the fingers of your left hand and cover the ejection port.
- Pull the charging handle slightly to the rear and visually inspect the chamber.
- Release the charging handle and observe the bolt go forward.
- Tap the forward assist.

CHAMBER CHECK

IGHT-HANDED CHAMBER CHECK:

CHAMBER CHECK

LEFT-HANDED CHAMBER CHECK:

WEAPON COMMANDS

- Weapons commands dictate the specific steps to safely load and unload the service rifle.

"<u>Make a Condition 3 Weapon</u>" is the command used to take the weapon from Condition 4 to Condition 3.

"<u>Make a Condition 1 Weapon</u>" is the command used to take the weapon from Condition 3 to Condition 1.

"<u>Fire</u>" is the command used to specify when

WEAPON COMMANDS

“Cease Fire” is the command used to specify when you must cease target engagement.

“Show Clear, Make a Condition 4 Weapon” is the command used to require a second individual to inspect the weapon before the weapon is placed into Condition 4.

EXECUTE WEAPONS COMMANDS

MAKE A CONDITION 3 WEAPON

- ENSURE THE WEAPON IS ON SAFE
- WITHDRAW THE MAGAZINE FROM THE MAGAZINE POUCH
- OBSERVE THE MAGAZINE TO ENSURE IT IS FILLED
- FULLY INSERT THE MAGAZINE INTO THE MAGAZINE WELL, AND WITHOUT RELEASING THE, TUG DOWNWARD OON THE MAGAZINE TO ENSURE IT IS SEATED
- FASTEN THE MAGAZINE POUCH, YOU ARE NO IN CONDITION 3

EXECUTE WEAPONS COMMANDS

MAKE A CONDITION 1 WEAPON

- ENSURE THE RIFLE IS ON SAFE

- PULL THE CHARGING HANDLE FULLY TO THE REAR AND RELEASE. THERE ARE TWO METHODS FOR CHAMBERING A ROUND

1. GRIP THE PISTOL GRIP WITH THE FIRING HAND, AND PULL THE CHARGING HANDLE WITH THE SUPPORT HAND
2. GRIP THE RAIL COVER/HEAT SHIELDS WITH THE SUPPORT HAND AND PULL THE CHARGING HANDLE WITH THE FIRING HAND

EXECUTE WEAPONS COMMANDS

MAKE A CONDITION 1 WEAPON CONTINUED:

- TO ENSURE AMMUNITION HAS BEEN CHAMBERED, CONDUCT A CHAMBER CHECK.
- CLOSE THE EJECTION PORT COVER (IF TIME AND THE SITUATION PERMITS)
- CHECK THE RCO (THIS CHECK IS TO ENSURE THE LARUE THROW LEVERS ARE SECURED AND LOCKED)
  - **FIRE**
  - **CEASE FIRE**

EXECUTE WEAPONS COMMANDS

CONDITION 4

- ENSURE THE RIFLE IS ON SAFE
- REMOVE THE MAGAZINE FROM THE RIFLE AND RETAIN IT ON YOUR PERSON
- BRING YOUR LEFT HAND BACK AGAINST THE MAGAZINE WELL SO THE SLIP RING RESTS IN THE “v” OF THE HAND. WHILE CUPPING THE LEFT HAND UNDER THE EJECTION PORT, ROTATE THE RIFLE SO THE EJECTION PORT IS FACING THE DECK

EXECUTE WEAPONS COMMANDS

CONDITION 4 CONTINUED:

- PULL THE CHARGING HANDLE TO THE REAR, AND LET THE ROUND EJECT ON THE DECK
- LOCK THE BOLT TO THE REAR
- PUT THE RIFLE ON SAFE, IF IT DID NOT GO ON SAFE EARLIER
- INSPECT THE CHAMBER TO ENSURE IT IS EMPTY AND NO AMMUNITION IS PRESENT
- HAVE A SECOND PARTY INSPECT THE RIFLE TO ENSURE NO AMMUNITION IS PRESENT

EXECUTE WEAPONS COMMANDS

CONDITION 4 CONTINUED:

- AFTER RECEIVING ACKNOWLEDGEMENT THAT THE RIFLE IS CLEAR, RELEASE THE BOLT CATCH AND OBSERVE THE BOLT GOING FORWARD ON AN EMPTY CHAMBER.
- CLOSE THE EJECTION PORT COVER
- RETURN THE EJECTED ROUND TO THE MAGAZINE
- RETURN THE MAGAZINE TO THE MAGAZINE POUCH AND FASTEN THE POUCH

SUMMARY

- DETERMINING CONDITIONS
- WEAPON COMMANDS
- EXECUTE WEAPONS COMMANDS